

# Alberto Alvarado Jr

Dedicated professional with proven experience in Unity 3D development, C# and Gameplay programming. Detail-oriented in problem- solving and planning, with excellent communication and time management.

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## EXPERIENCE

### CodeWiz — *Unity Game Development Tutor*

May 2022 - PRESENT

Teach students the basics of Unity, C#, and game development. For the experienced students, guide them through their game project till completion.

### Crazy Carrot Studios — *Unity Developer*

May 2022 - PRESENT

- Set up/program AI and collectible items, as well help the team design the levels using the Unity Editor.
- 3D Game Development in Unity
- Use C# to program functionalities.
- Wrote well-designed, testable code.
- Programmed animation, AI, weapons, user interface, and audio.

### MoodMe — *Unity Lead Developer*

April 2022 - June 2022

- In charge of all Unity products being sold on the Unity Store and Creation, and corrective maintenance of MoodMe products based on pre-existing AI models (such as emotion detection, gender, age, ethnicity detection, face tracking, augmented reality, face matching, hand gesture recognition, face segmentation, body shape recognition, body posture detection, and similar solutions).
- Modified existing software to correct errors, adapt it to new hardware and upgrade interfaces and improved performance.

### MoodMe — *Software Developer Intern*

August 2021 - November 2021

- Fall Internship, developed a demo in Unity using the company's AI and emotion detection.
- Created a script that gets the values for each emotion and allows the player to make the emotion that is displayed.

## Links

<https://www.linkedin.com/in/alberto-alvarado-jr-11699b1a5>

<https://albertgs09.github.io>

<https://github.com/albertgs09>

## Skills

Unity

C#

Visual Studios

Git

Plastic SCM

C++

Debugging and optimizing code

Knowledge in 3D Math

2D and 3D Development

Mobile Development (Android)

HTML, CSS, JavaScript

Java

Python

- Debugged and optimized code.

### **MoonRift Entertainment, LLC— *Gameplay Programmer***

February 2020 - August 2021

- 3D Game, Worked on setting up and programming the AI using Unity and C#.
- Created gameplay prototypes for presentation to creative and technical staff and management.
- Adjusted gameplay experiences to ensure critical and commercial success of product.
- Provided feedback to designers and other colleagues regarding game design features.

### **MoonRift Entertainment, LLC— *Game Design Intern***

August 2019 - February 2020

- 2D Game development, Wrote scripts for the player and final boss, such as movement, AI, health, teleporting feature for the boss and attack features using Unity and C#.
- Guided design discussions between development teams.
- Devised missions, challenges and puzzles to be encountered in game play.
- Created core game features, including storylines, role-played mechanics and character abilities.

### **Self-employed— *Indie Game Developer***

February 2017 - June 2019

- Developed and published 2D/3D games using Unity and C#. As well, developing prototypes of different mechanics and features.

## **EDUCATION**

### **PSJA North High School — *High school diploma***

August 2011 - May 2015

### **Udemy Online Courses — *Certifications***

Complete C# Masterclass and C++ Programming

### **MoonRift Entertainment, LLC Internship — *Certification***

Game Design level 1 certification